COSMERE® RPG
PLAYER QUICK REFERENCE

Initiative Order

Each round, characters can take a fast turn (▶▶) or slow turn (▶▶▶). PC fast turns come before NPC fast turns, and PC slow turns come before NPC slow turns. All characters also gain one reaction (⮌) per round.

Actions

Each action can only be used once per turn (unless otherwise specified).

- ▶ **Brace:** Raise your shield or take cover. All attacks against you gain a disadvantage.
- ▶ **Disengage:** Move 5 feet without triggering Reactive Strikes.
- ▶ **Gain Advantage:** Test a skill against your target's corresponding defense. On a success, gain an advantage on your next test against them that uses a different skill.
- ▶ **Interact** or **Use a Skill:** Interact with an object in the environment or use one of your non-attack skills.
- ▶ **Move:** Move up to your movement rate. (You can use this multiple times per turn.)
- ▶ **Strike:** Make one attack. You can spend 2 focus (and ▶) to Strike with a second weapon. On a miss, you can spend 1 focus to graze.
- ▶▶ **Grapple:** Test Athletics vs. target's Physical defense. On a success, they're Restrained (while within your reach).
- ▶* **Ready:** Prepare a ▶ action to use in response to a trigger like another action or a condition.
- ▶▶ **Recover:** Once per scene, roll your recovery die to regain health and/or focus.
- ▶▶ **Shove:** Test Athletics vs. target's Physical defense. On a success, move the target 5 feet.
- ▷ **Banter:** Talk (without making a test).
- ▷ **Drop:** Release something from your grip.

Reactions

- ⮌ **Aid:** Before an ally makes a test you could assist with, spend 1 focus to give them an advantage.
- ⮌ **Avoid Danger:** Test Agility to avoid danger like a collision or fall (DC 15, or equal to the result of an enemy's test).
- ⮌ **Dodge:** When targeted with an attack, spend 1 focus to give the attack a disadvantage.
- ⮌ **Reactive Strike:** When an enemy leaves your reach, spend 1 focus to make a melee weapon attack or unarmed attack against them.

Using d6s as Plot Dice

Spending an Opportunity

On a plot die Opportunity (◈) or natural 20, the player can choose one of the following:

Aid an Ally. The next test made by an ally of your choice gains an advantage.
Collect Yourself. Recover 1 focus.
Critically Hit. When you make an attack, change a hit into a critical hit (dealing maximum damage).
Influence the Narrative. Your actions result in a positive plot twist.

Facing a Complication

On a plot die Complication (✵) or natural 1, the GM can choose one of the following:

Hinder an Ally. The next test taken by a PC gains a disadvantage.
Become Distracted. Lose 1 focus.
Influence the Narrative. The PC's actions result in a negative plot twist.

Example Plot Twists in Combat

Opportunity	Complication
Friendly reinforcements arrive.	Enemy reinforcements arrive.
A wounded enemy flees or surrenders.	A friendly NPC is knocked Unconscious.
An innocent bystander escapes to safety.	An ally or innocent is endangered.
An enemy drops their weapon or equipment.	You drop or damage your weapon or equipment.
A spren manifests in a way that helps you.	A spren manifests in a way that distracts you.

Example Plot Twists in Conversations

Opportunity	Complication
You remember a helpful and relevant fact.	Something you thought you knew turns out to be a lie.
An observer is impressed with you.	An observer is scornful of you.
A spren reveals unexpected information.	A spren betrays your emotions or otherwise embarrasses you.
You avoid someone realizing the intentions behind your actions.	You accidentally reveal information you meant to keep secret.

Injury Rolls

Roll a d20 and apply the following modifiers:

- **Armor:** Add the deflect value of any armor you're wearing.
- **Abilities:** Add any modifiers from talents or other abilities.
- **Injuries:** Subtract 5 from the roll for each injury you have.

Injury Roll	Duration
−6 or lower	**Death.** You die.
−5 to 0	**Permanent Injury.** You suffer a permanent injury.
1 to 5	**Vicious Injury.** You suffer a temporary injury with a duration of 6d6 days.
6 to 15	**Shallow Injury.** You suffer a temporary injury with a duration of 1d6 days.
16+	**Flesh Wound.** You suffer a temporary injury for the remainder of the day.

Then choose an injury effect (or roll a d8).

d8	Effect	Narrative Suggestions
1–2	Exhausted [−1]	Any injury that lowers your overall stamina.
3	Exhausted [−2]	Any injury that lowers your overall stamina.
4–5	Slowed	Injured leg or foot, or any injury that lowers your overall speed.
6	Disoriented	Injured head, or widespread injury that overwhelms your senses.
7	Surprised	Overwhelmed by the shock of an injury.
8	Can only use one hand	Injured arm or hand, or any injury that lowers your overall coordination.

Conditions

Afflicted. At the end of each of your turns, you take the specified amount and type of damage.

Determined. When you fail a test, you can add an Opportunity to it, then remove the Determined condition.

Disoriented. You can't use reactions (⮌). Your senses are obscured, and Perception tests (and similar tests to use your senses) gain a disadvantage.

Empowered. Until the end of this scene, you gain an advantage on all tests, and your Investiture refills to your maximum at the start of each of your turns.

Enhanced. Gain the specified attribute bonus. (This doesn't change your defenses, health, focus, or Investiture.)

Exhausted. Each time you make a test, apply a penalty equal to the specified number; this penalty is cumulative. When you finish a long rest, reduce your Exhausted penalty by 1.

Focused. Abilities cost 1 fewer focus.

Immobilized. Your movement rate becomes 0, and you can't move or be moved.

Prone. You're lying flat on the ground, you're Slowed, and melee attacks against you gain an advantage. You can Brace without cover. You can use ▷ and spend 5 feet of movement to stand up and end this condition.

Restrained. Your movement rate becomes 0. You gain a disadvantage on all tests other than those to escape your bonds.

Slowed. Your movement rate is halved.

Stunned. On your turn, you gain two fewer ▶ and don't gain a ⮌.

Surprised. You don't gain a ⮌ at the start of combat, you can't take a fast turn, and you gain one fewer ▶.

Unconscious. Your movement rate becomes 0 and you are Prone. You can't interact with your surroundings or use any actions or reactions. You can choose to end this condition when healed or at the end of any of your turns.

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